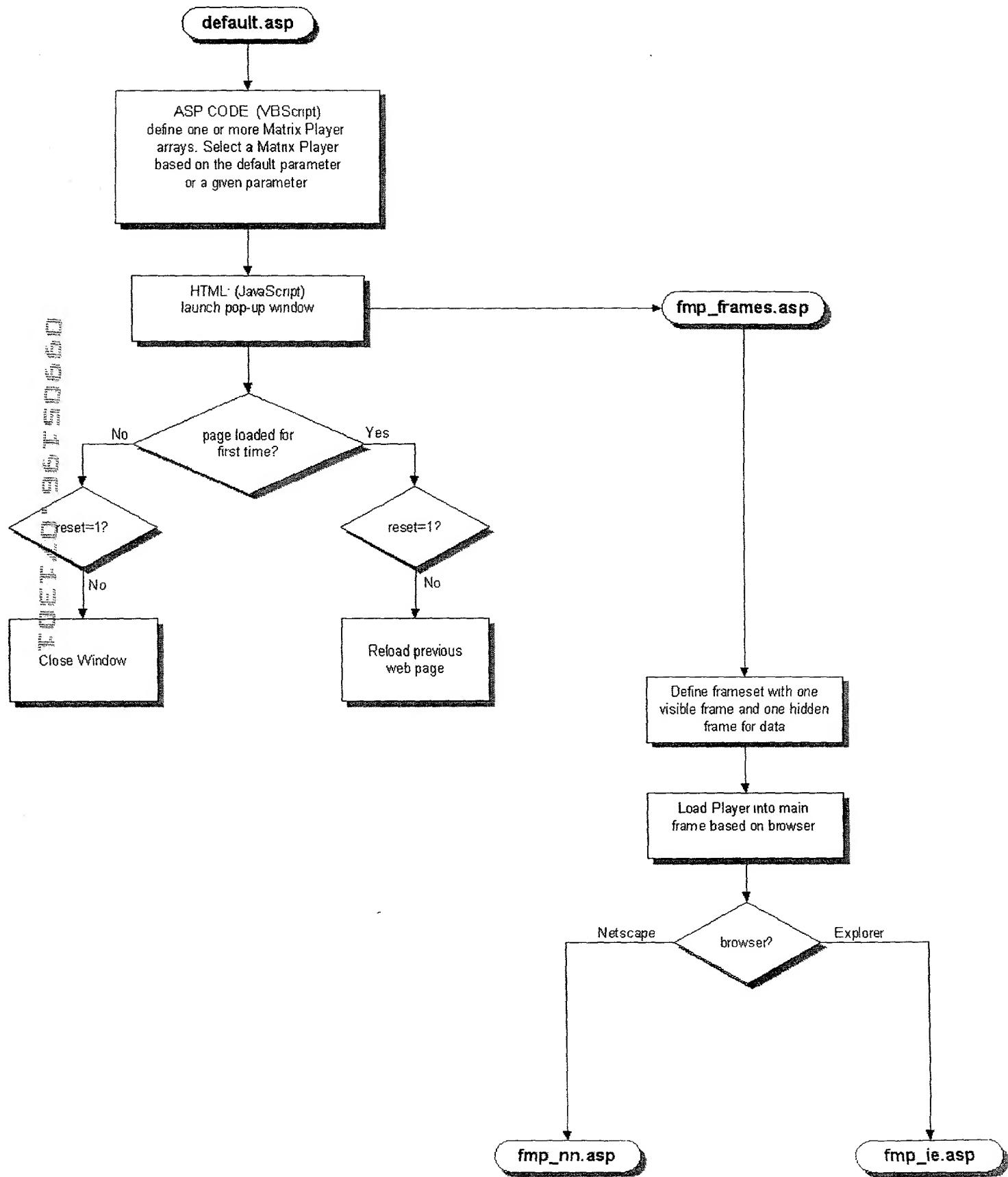
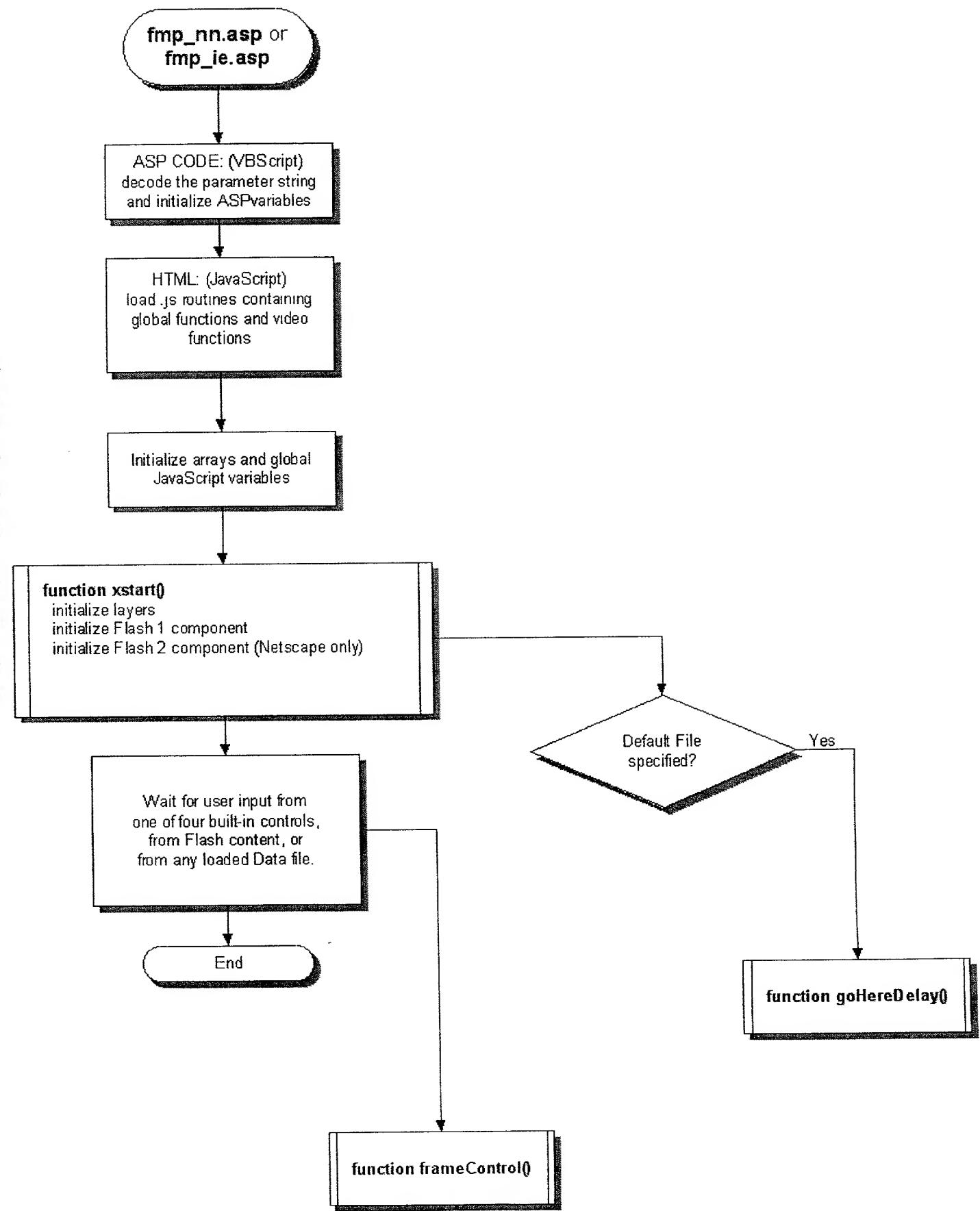


MatrixPlayer - Chart 1: Startup and File Structure

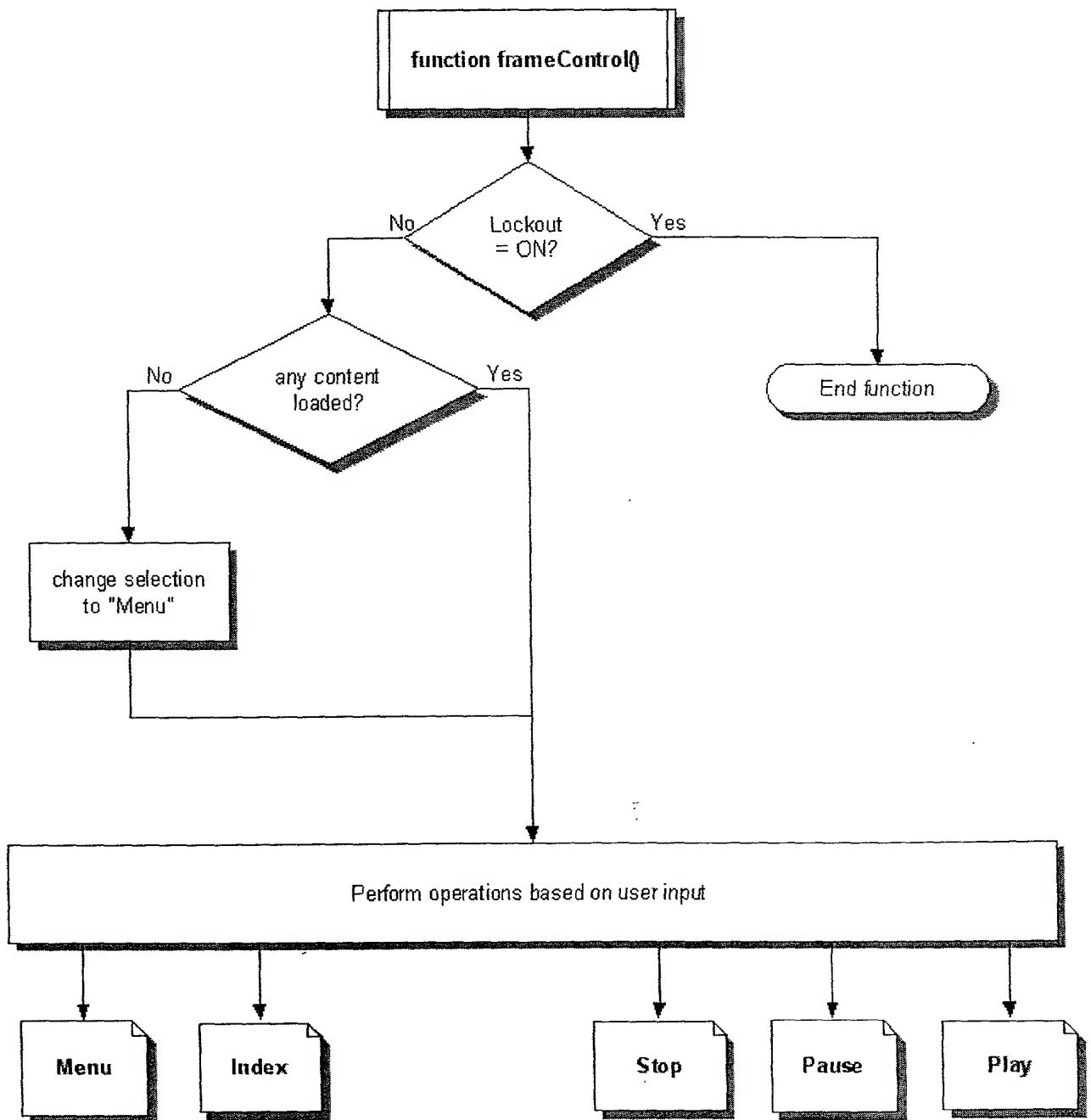


MatrixPlayer - Chart 2: Program Initialization and Overview

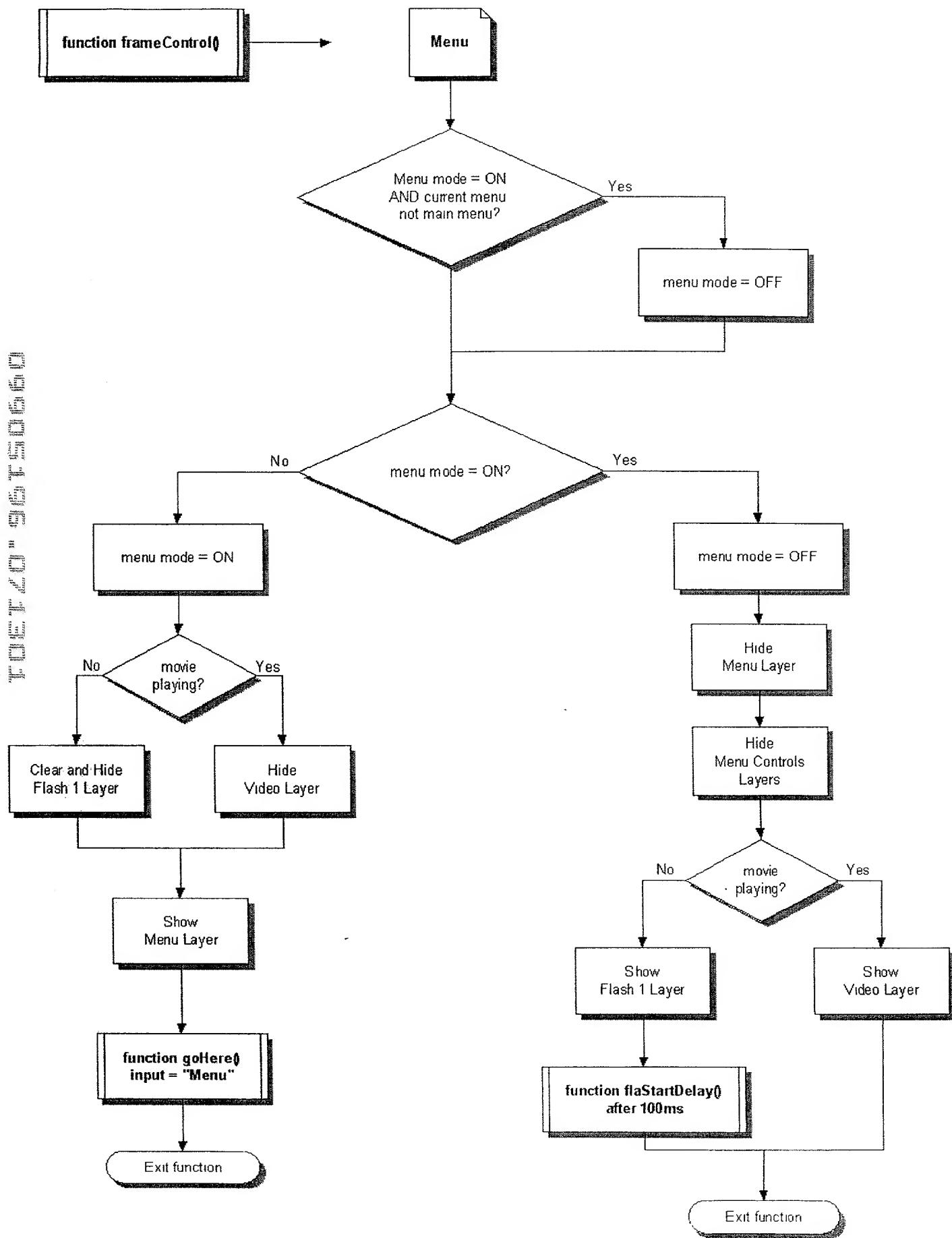


MatrixPlayer - Chart 3: function frameControl() overview

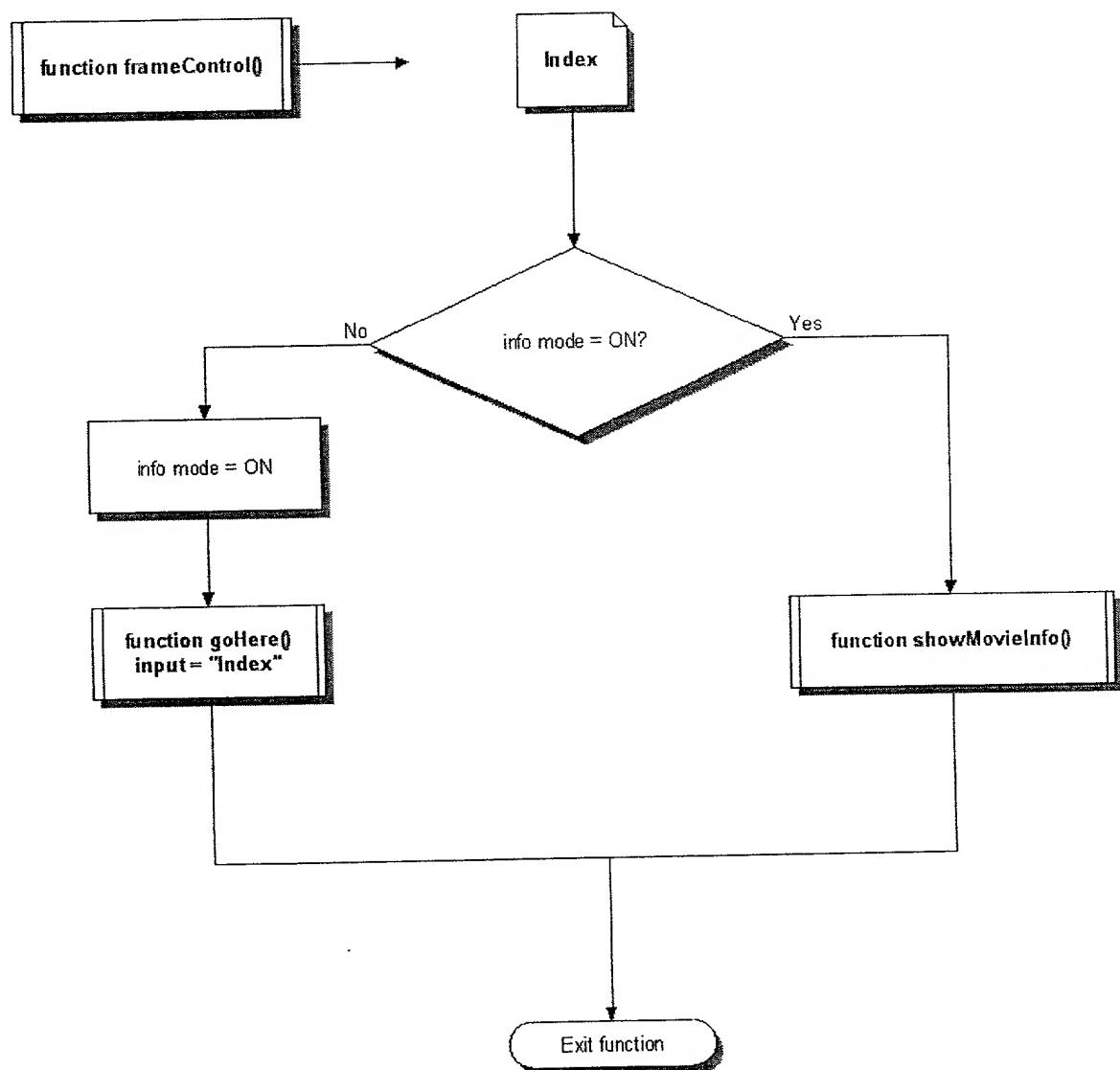
TO DO: add more logic



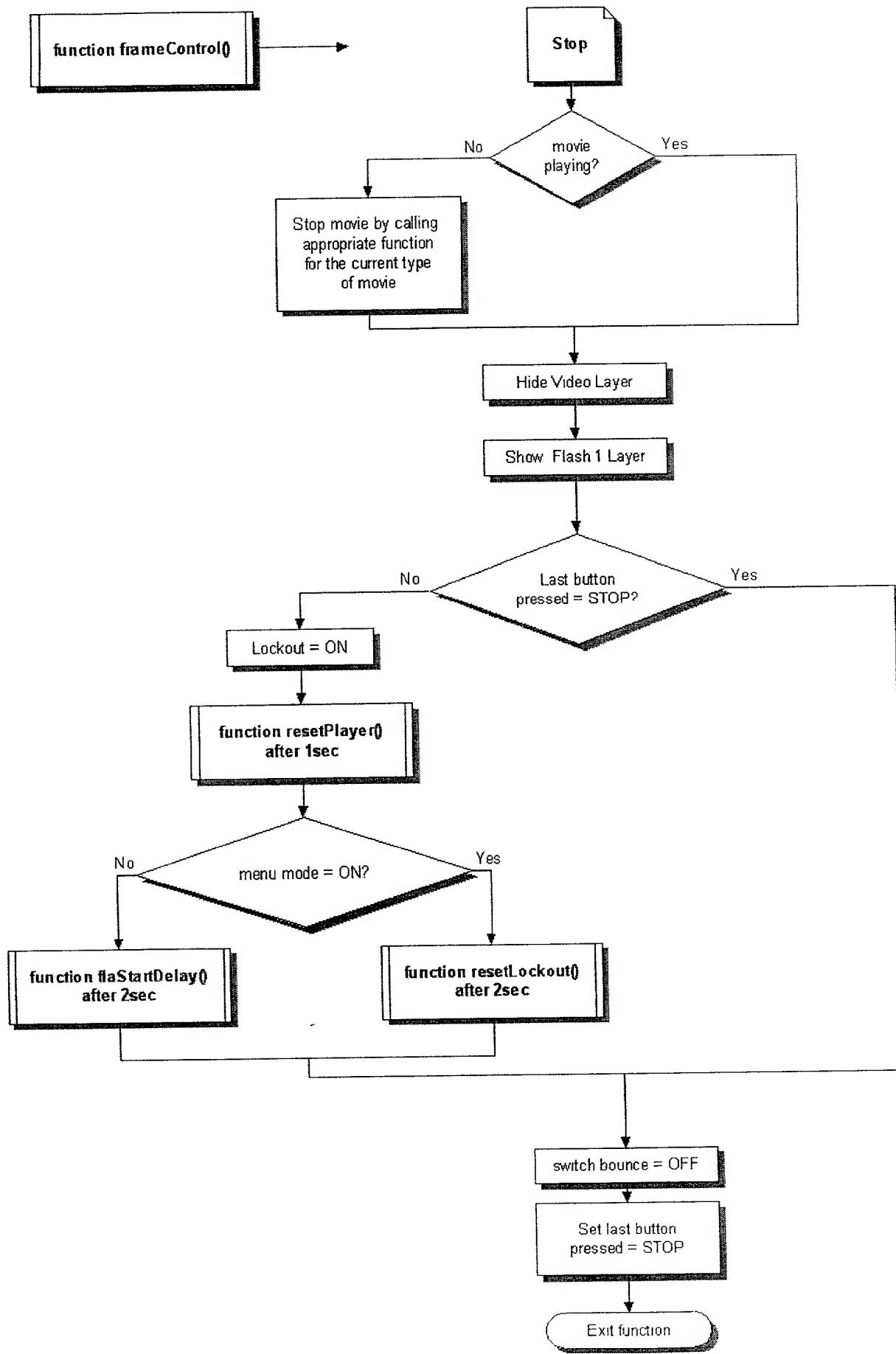
MatrixPlayer - Chart 3a: function frameControl(), input = "Menu"



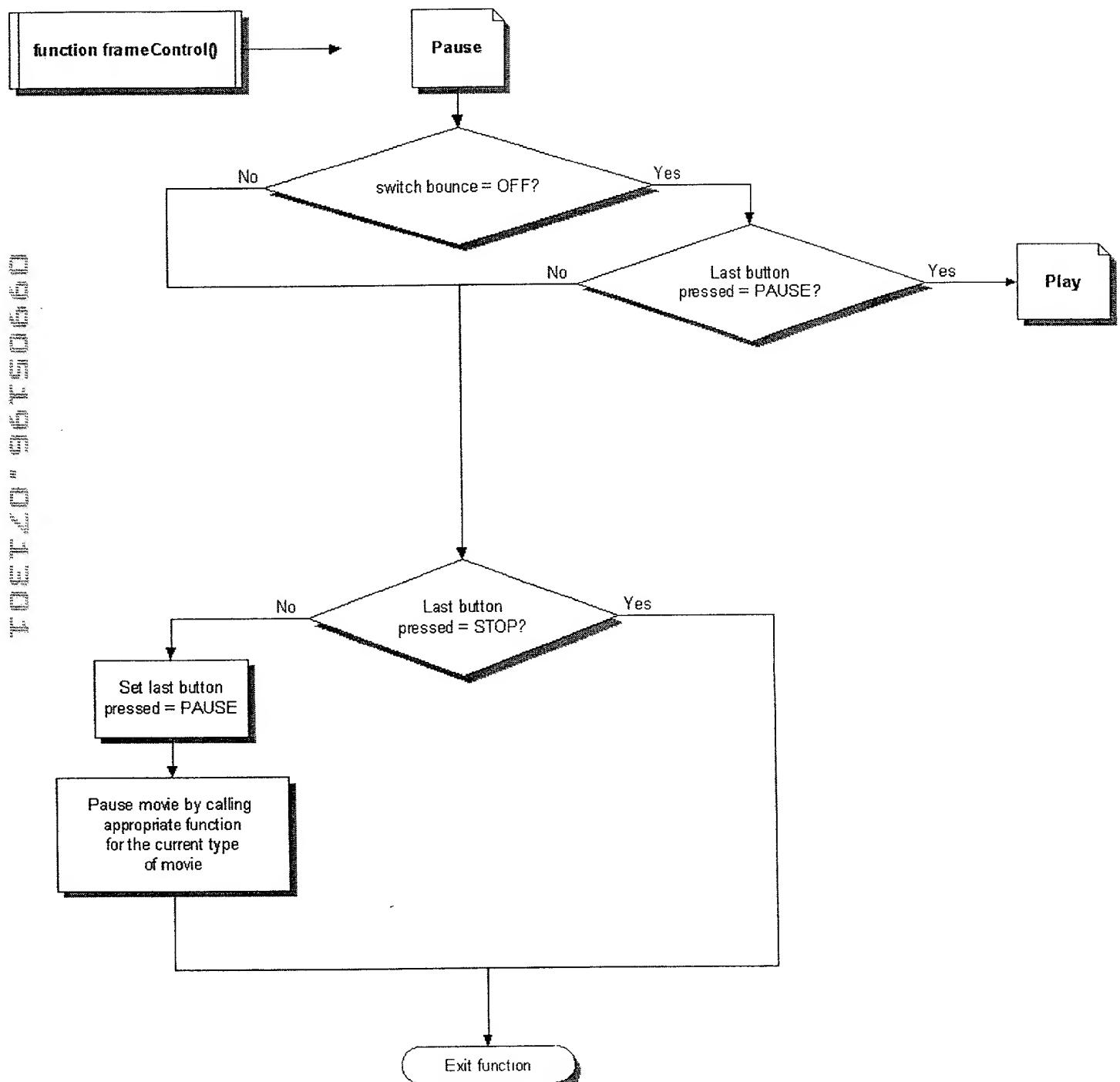
MatrixPlayer - Chart 3b: function frameControl(), input = "Index"



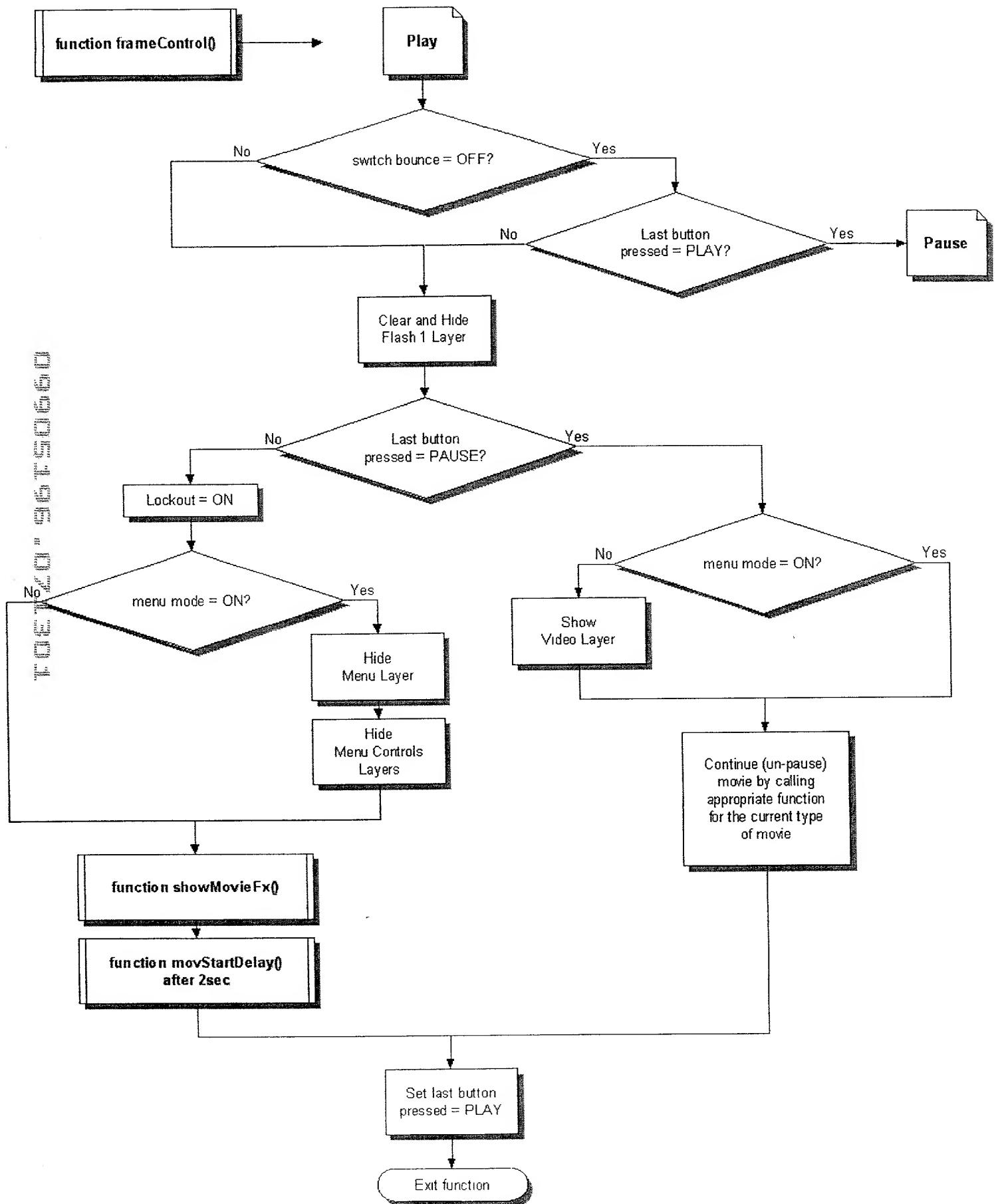
MatrixPlayer - Chart 3c: function frameControl(), input = "Stop"



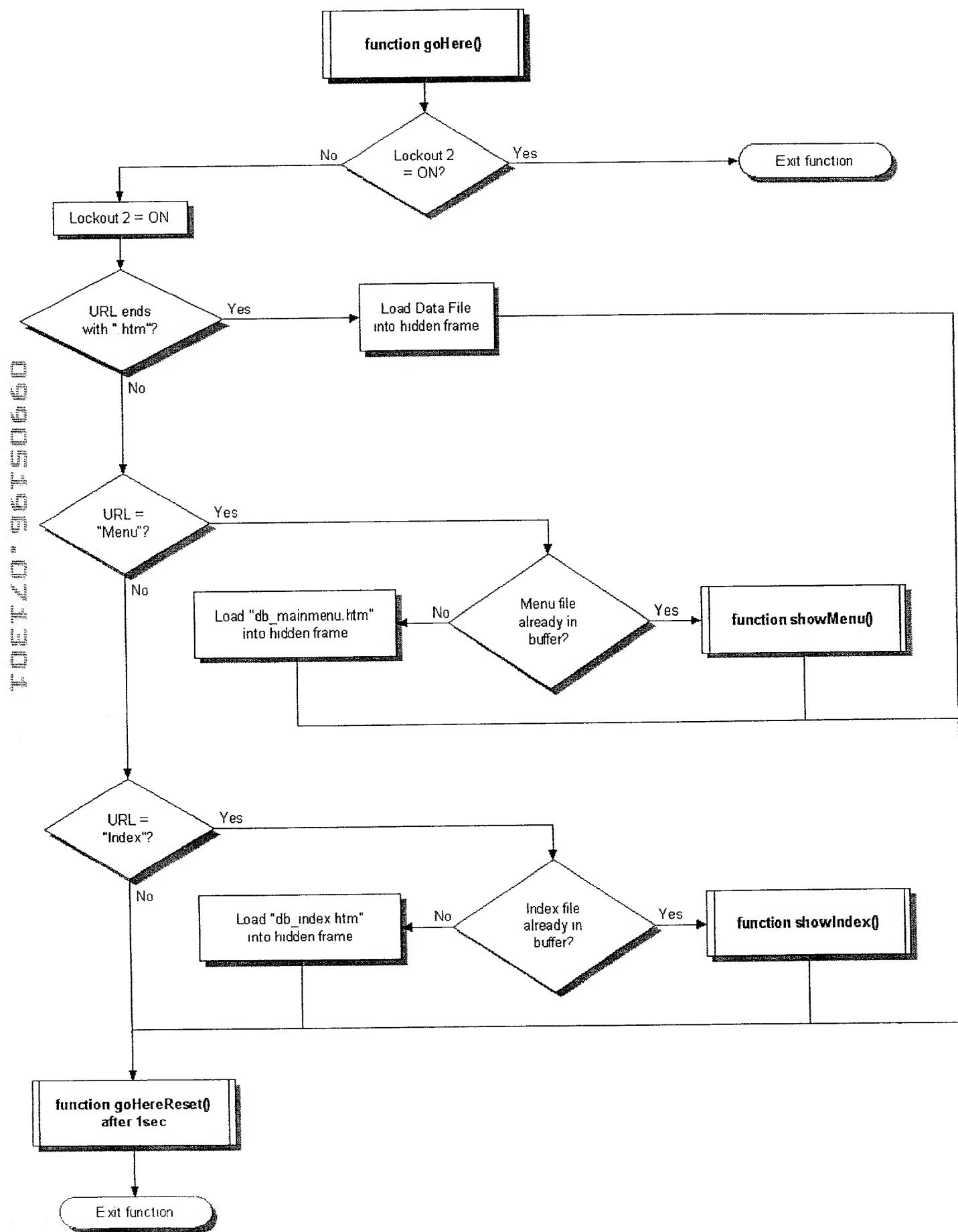
MatrixPlayer - Chart 3d: function frameControl(), input = "Pause"



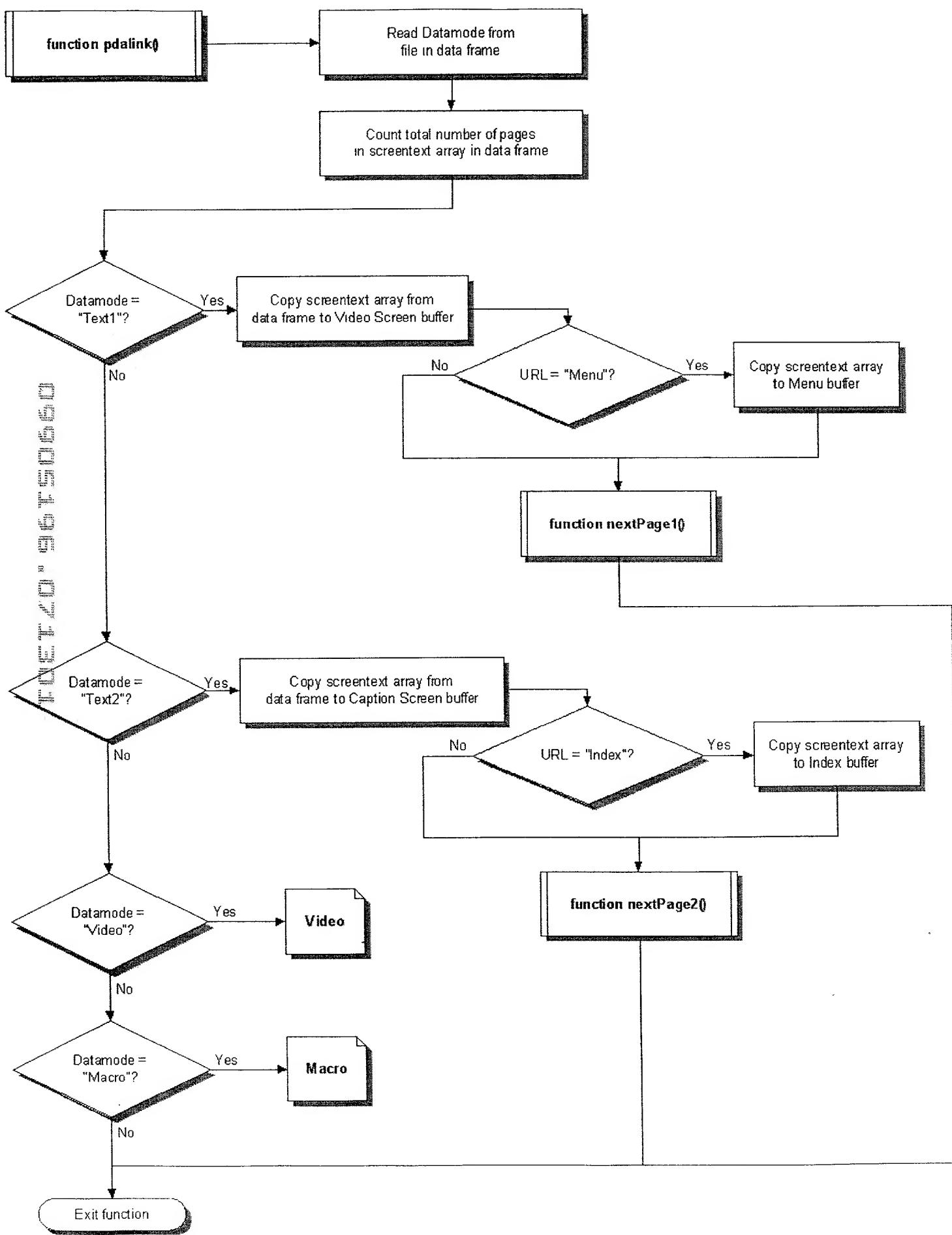
MatrixPlayer - Chart 3e: function frameControl(), input = "Play"



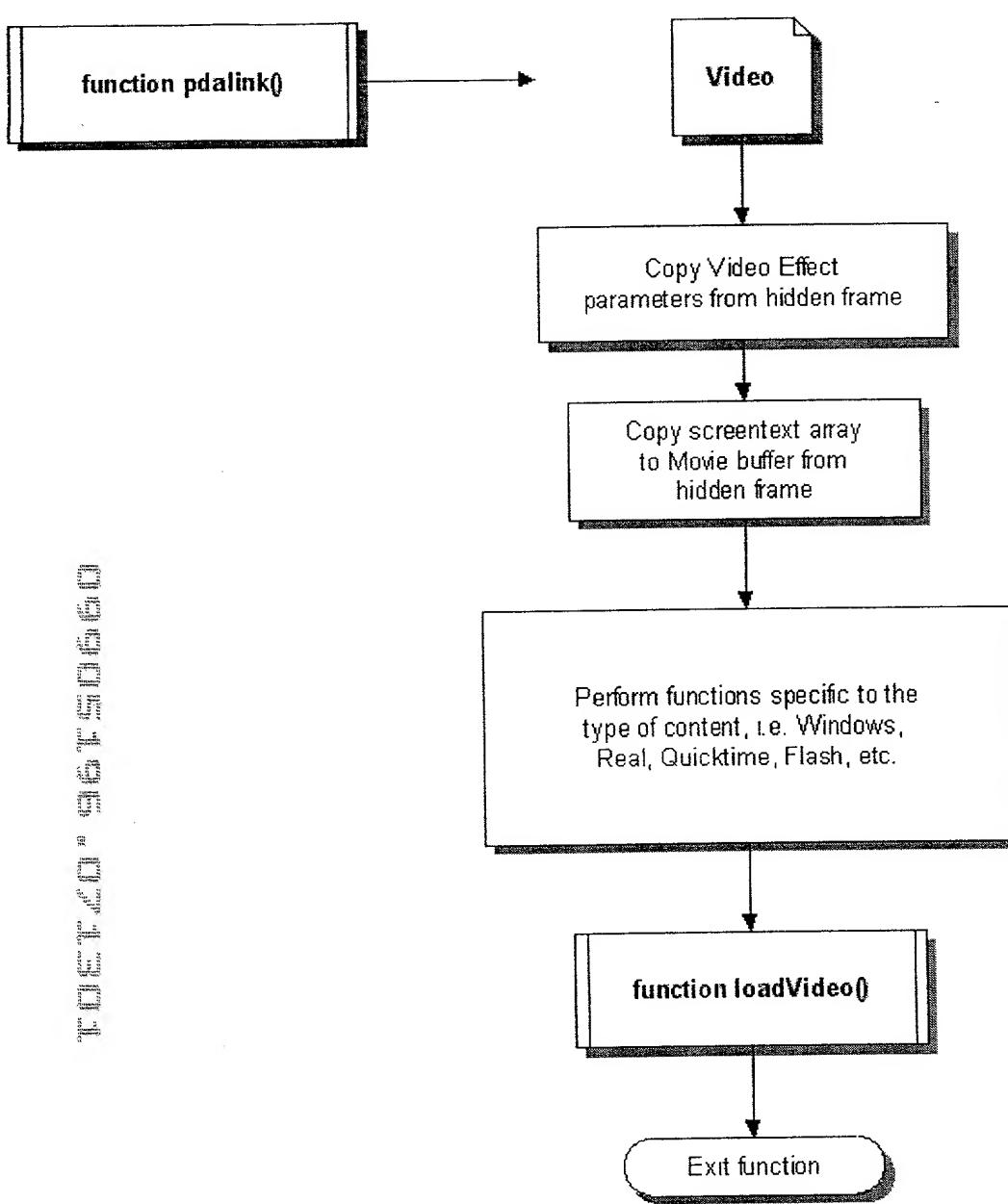
MatrixPlayer - Chart 4: function goHere(URL)



MatrixPlayer - Chart 5: function pdalink()



MatrixPlayer - Chart 5a: function pdalink(), datemode = "Video"



MatrixPlayer - Chart 5b: function pdalink(), datemode = "Macro"

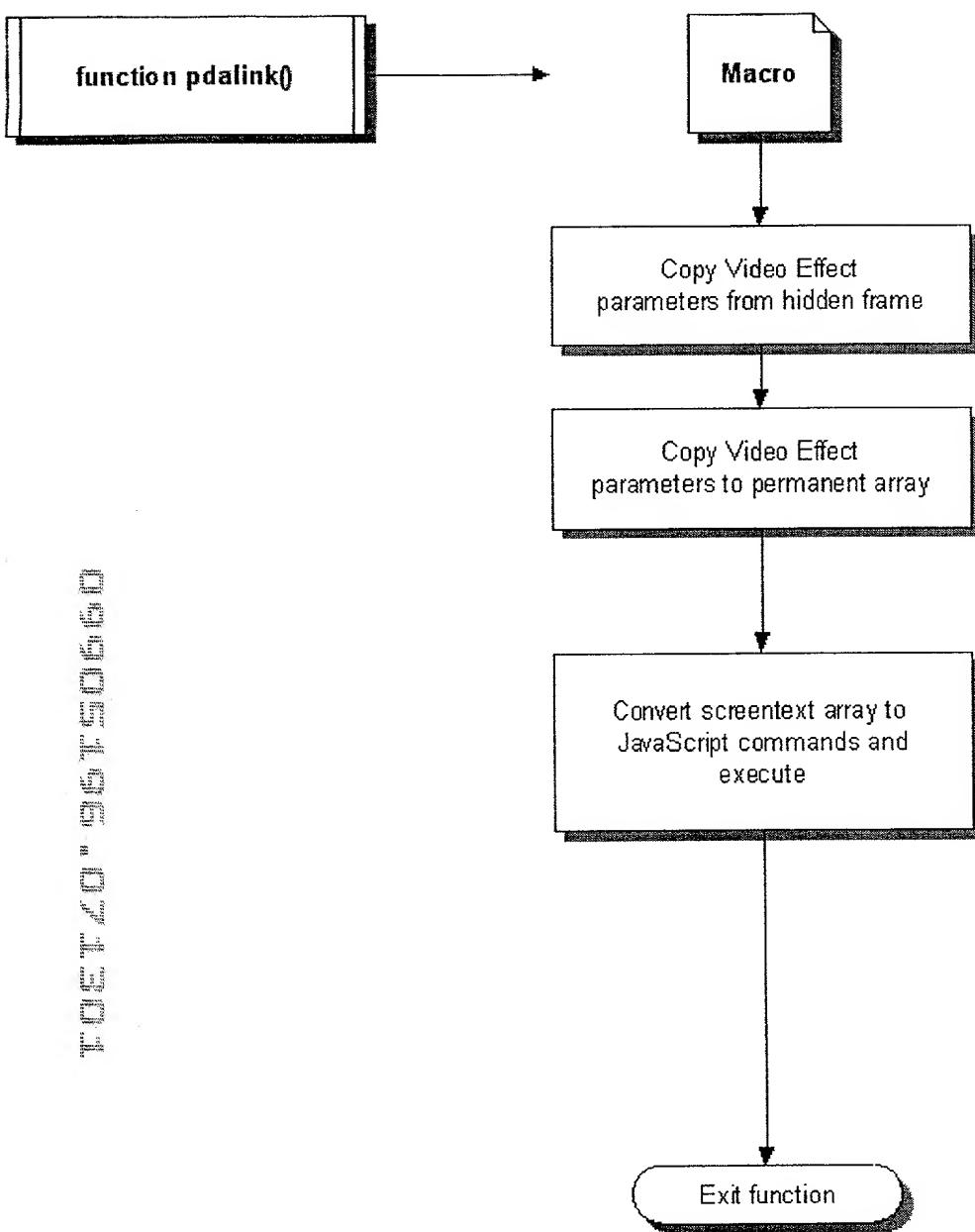


Figure 1 - Matrix Player's ability to play multiple formats

Figure 1a - Matrix Player showing a videos in multiple formats

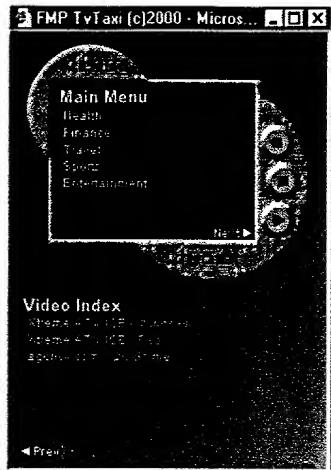


Figure 1b - Matrix Player playing a movie in Windows Media format.

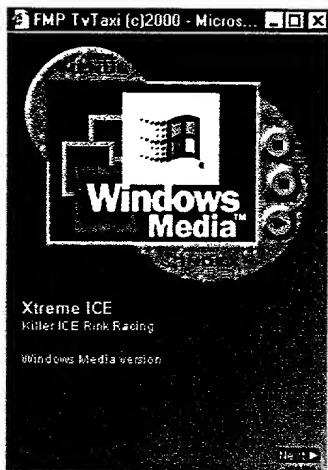


Figure 1c - Matrix Player playing a movie in Real Player format

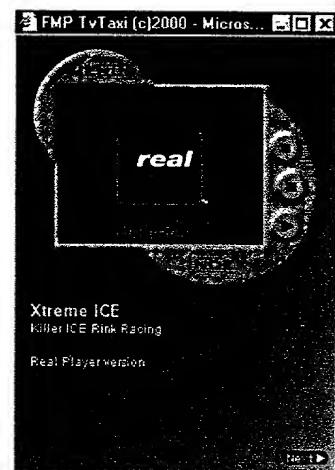


Figure 2 - Matrix Player components

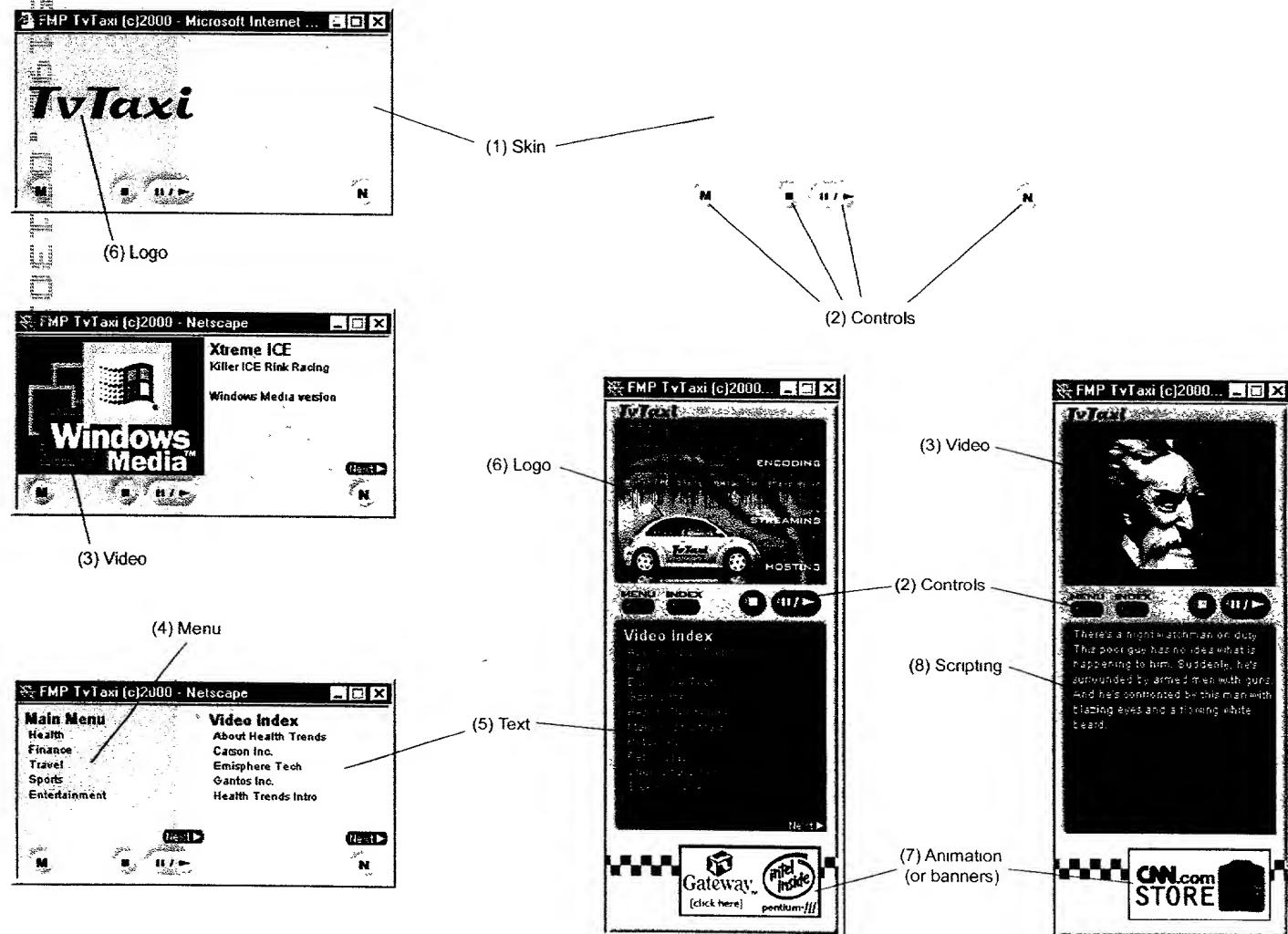
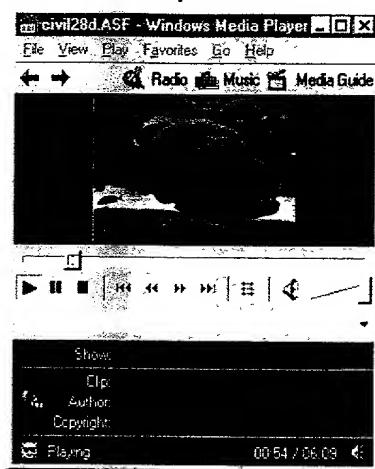
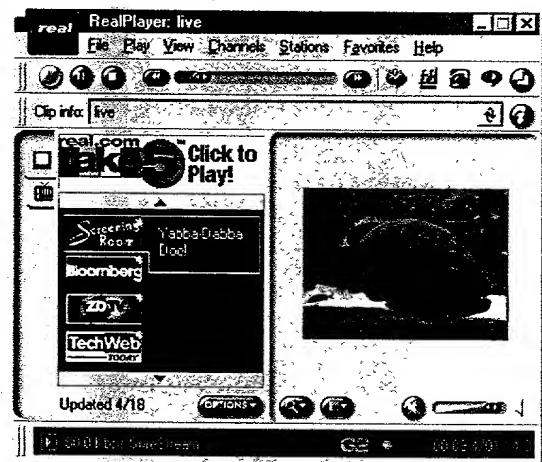


Figure 3 - Stand-Alone Players

Microsoft Media Player



Real Networks' Real Player



Apple Quicktime Player

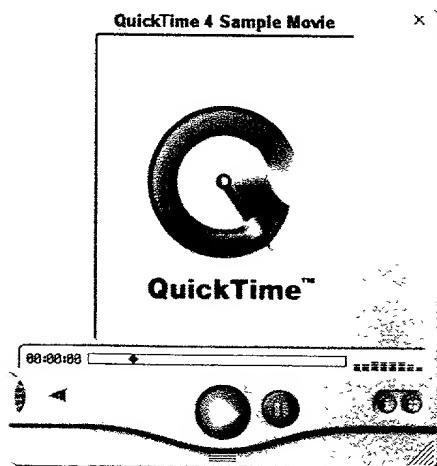


Figure 4 - Skins for various Matrix Players

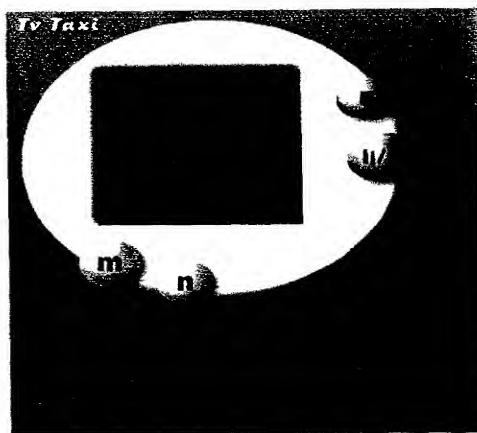
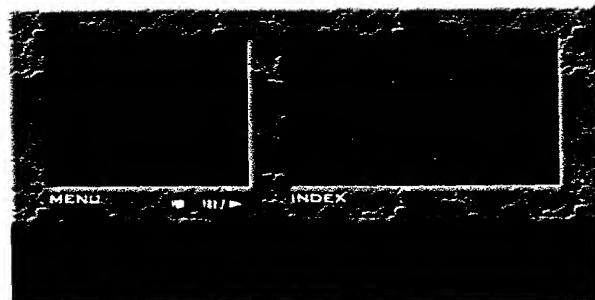
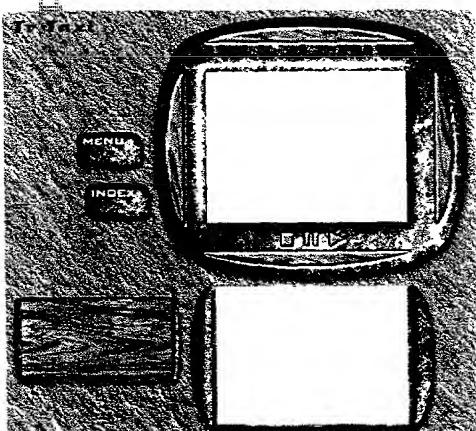
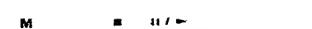
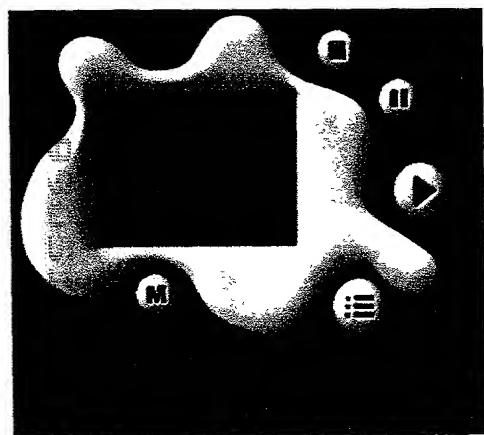
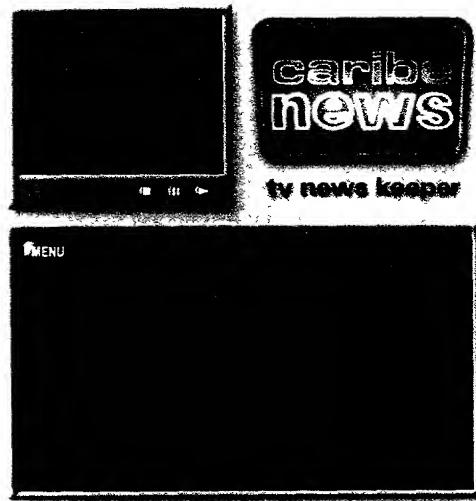
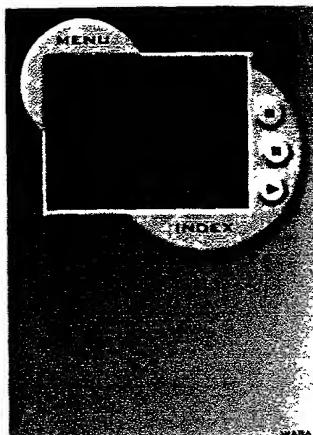


Figure 4b - Different skins for a single Matrix Player design

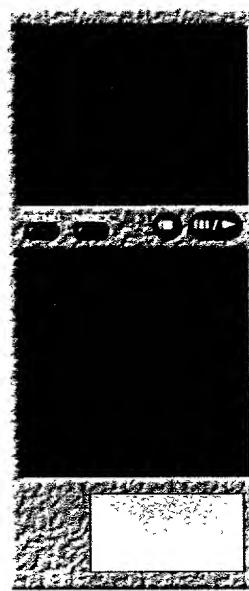
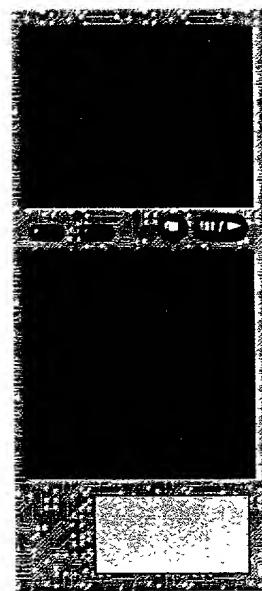
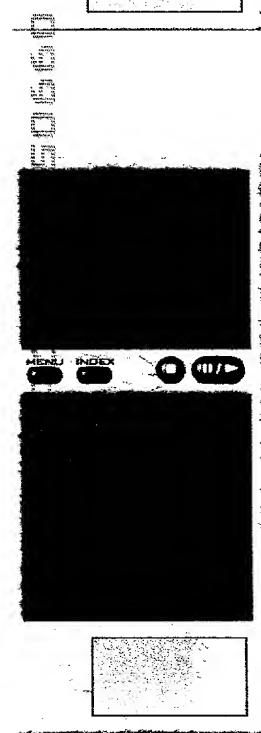
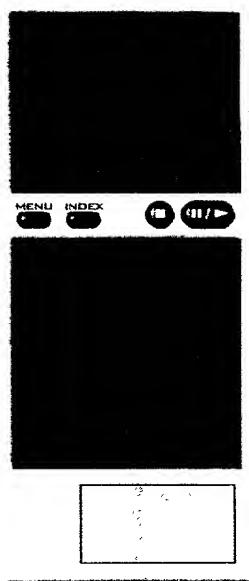
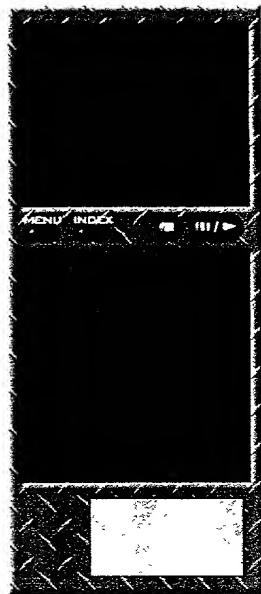
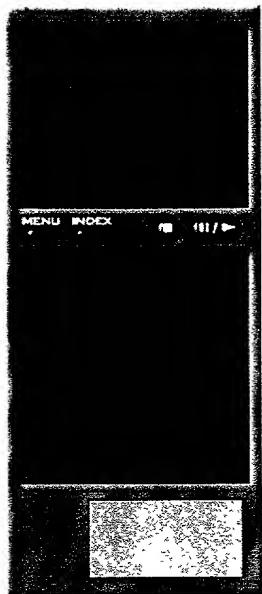
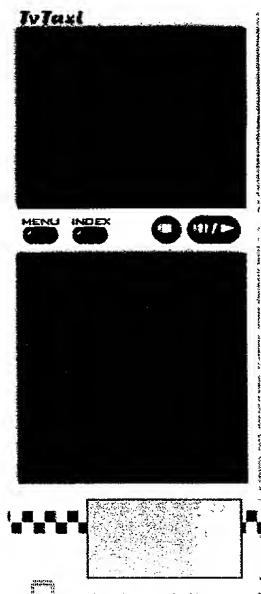


Figure 5 - Example of the popularity of "skins"

Two example of skins designed for the WinAmp MP3 player.

Also visible is a partial list of the different players and the number of skins available for each one

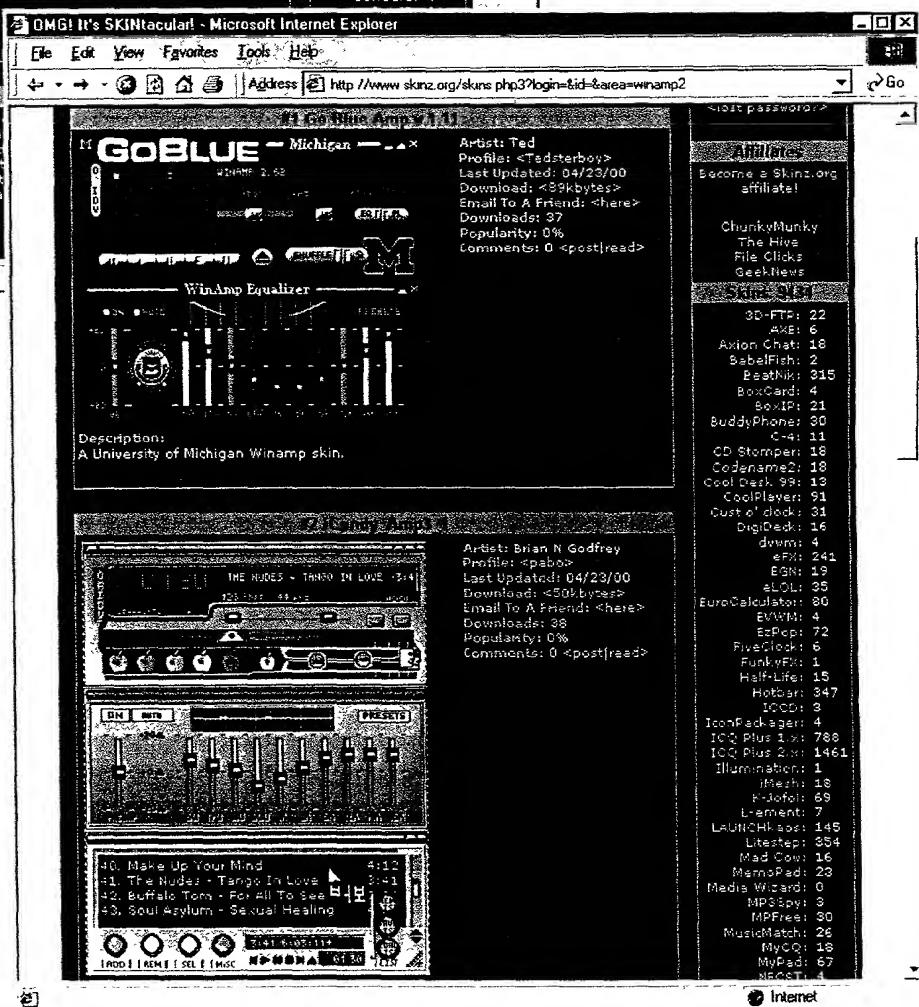
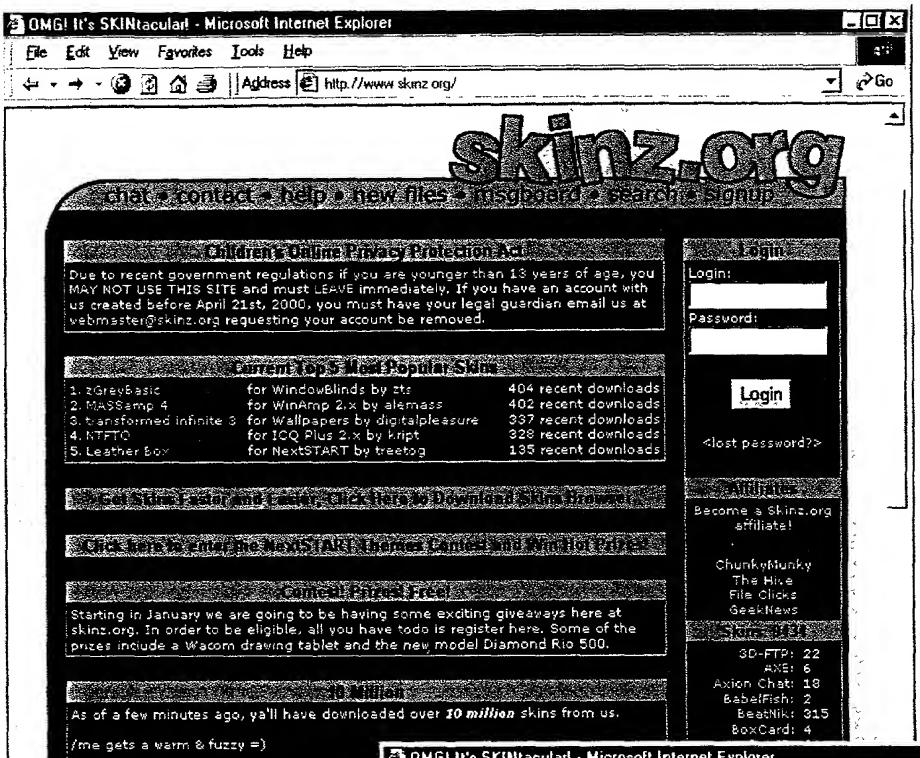
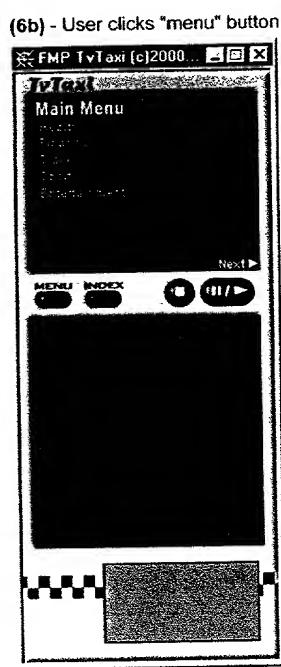
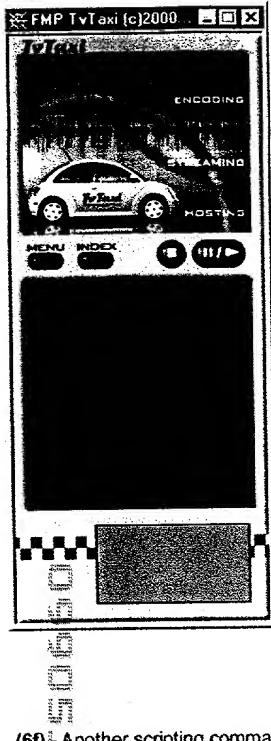


Figure 6 - Example of Matrix Player interactive scripting

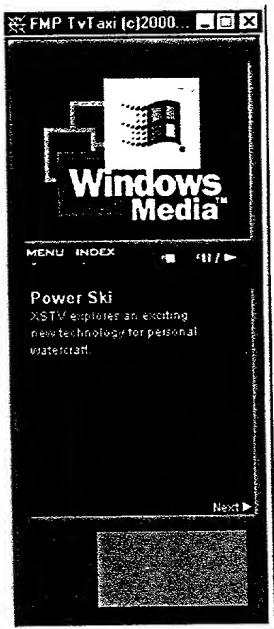
(6a) - Matrix Player with animated Flash logo



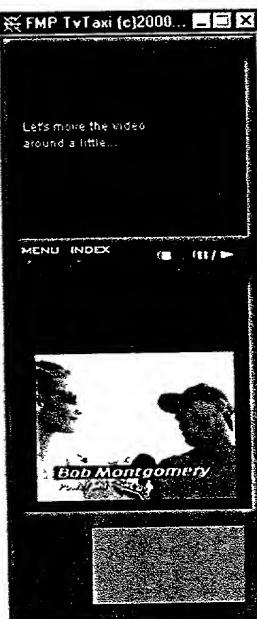
(6c) - User selects "Sports", which changes the menu screen, then selects "Extreme Sports Network", then selects the "Power Ski" video.



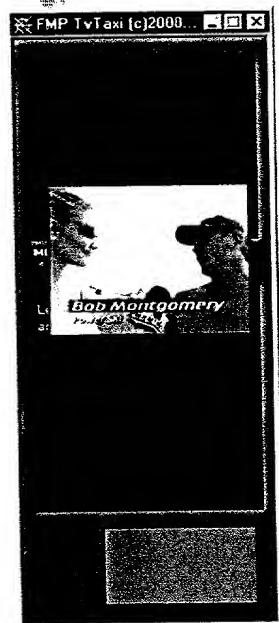
(6d) - Selecting a video loads the required plug-in, then loads a data file which contains the text information for the video and also the graphic information to change the skin



(6e) - A scripting command that is embedded in the video at specific frames causes the video and text screens to change positions.



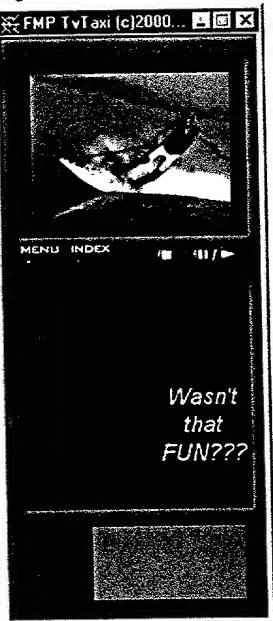
(6f) - Another scripting command causes the video to scroll across the player, back to its original position, all without interrupting the video or its soundtrack.



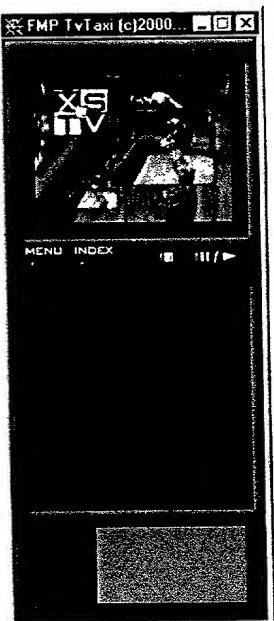
(6g) - A scripting command sends another message to the text screen



(6h) - Several scripting commands cause the text screen to move, appearing to "bounce" off the inner edges of the player.



(6i) - Another message is sent to the text screen. Regular HTML tags can be used to set text font, size, and color.



(6j) - A scripting command causes a new data file to load.

